

CDC User Interface Style Guide (Draft)

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Chapter 1 Overview

This section provides background information on the HISSB Integration Project, the User Interface Working Group, and specific information related to the contents and conventions of the CDC User Interface Style Guide (Draft)

Chapter 2 Human Computer Interaction

This section details the evolution of Human Computer Interaction (HCI) and its principles, including identifying the need for clear, concise and simple interfaces

Chapter 3 User Centered Design

This section outlines the methodology of User-Centered Design (UCD) and the benefits of incorporating the user into this iterative process. In addition, it provides background information to the developer on how to incorporate user-centered design processes into their own application development environments

Chapter 4 User Interface Design

This section outlines the iterative four phase interface design discussed in UCD and emphasizes the role of the user, their tasks, and their environment in defining and developing the interface. Additionally, it describes the factors that make a product usable and provides guidance to developers in conducting usability testing.

Chapter 5 Fonts

This section outlines CDC standards and guidelines related to the use of fonts (style, size, typeface) in Windows and web-based surveillance applications.

Chapter 6 Windows

This section defines the different types of primary and secondary windows as identified by Microsoft and assists developers in determining appropriate layouts in those environments. Standards and guidelines for screen resolution, spacing between controls, and the appropriate use of primary and secondary window are also outlined.

Chapter 7 Controls

This section outlines standards and guideline for the selection, placement, and usage of controls. Selected examples of controls discussed in this document include field labels, text boxes, command buttons, combo boxes, list boxes, checkboxes, spin boxes, list views, and tree views. Standards on how to identify required fields, as well as supplemental and expanding dialogs, are also discussed here.

Chapter 8 Menus and Toolbars

This section provides developers with key standards and guidelines on how to set up simple, easy to use Windows menus and toolbars, and how to adapt these concepts for web-based applications. It also defines common menu terminology that is used in this section and other sections of the style guide.

Chapter 9 User Feedback

This section provides standards and guidelines on accepted message styles and formats that are used as feedback to the user. Message box types and the appropriate icon to use in these messages are also described. In addition, it outlines appropriate cues to the user for confirmation, validation, and error messages. Additional information is provided on adapting user feedback to the web.

Chapter 10 Color

This section identifies the standards and guidelines related to color that will be applied to all CDC surveillance Windows and web-based applications. Standards primarily address the appropriate use of background, text and control colors, and the use of browser-safe colors for the web. In addition, more details are provided on color values and their relationship to the browser-safe color palette.

Chapter 11 Writing for Online Reading

This section details standards and guidelines that developers will use to relay text-based information to the user using a clear and concise style of writing.

Chapter 12 Navigation and Metaphors

This section identifies standards and guidelines that allow the user to navigate through CDC surveillance and web-based applications consistently. The key elements of the user interface including organization, navigation, metaphors, and visual style are also discussed. In addition, it outlines specific access and shortcut keys that facilitate easy movement through the system.

Chapter 13 Help

This section outlines standards and guidelines related to the development of task oriented help systems, including how to incorporate the use of context-sensitive or "What's This?" style help in the user interface.

Chapter 14 Graphics

This section details standards and guidelines for using graphics, including icons and pictures, in CDC Windows and web-based surveillance applications. The appropriate use of graphic formats such as jpegs and gifs are also discussed.

Chapter 15 Accessibility

This section outlines standards and guidelines that will assist CDC Windows and web-based developers in designing accessible user interfaces that accommodate a range of physical disabilities.

Chapter 16 Glossary

This section contains any content-related terms or concepts and their definitions used in the CDC User Interface Style Guide that may be unfamiliar to the reader.